

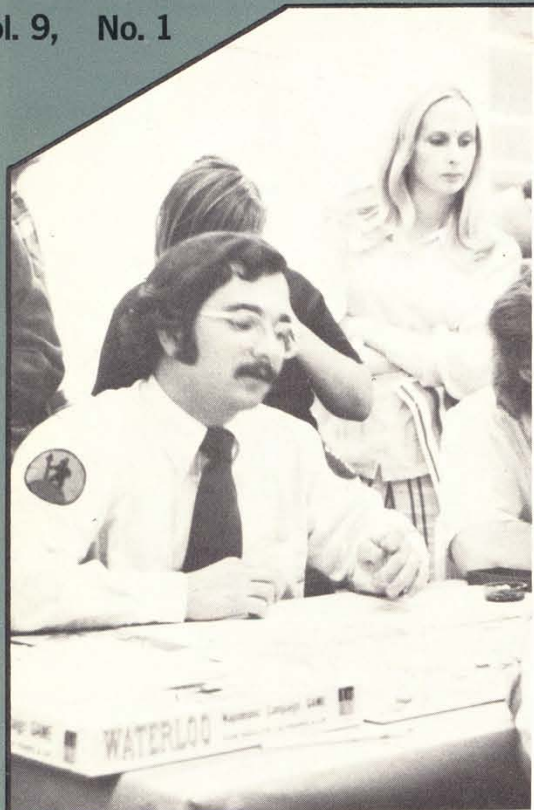
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The AVALON HILL

GENERAL

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The AVALON HILL **GENERAL**

... a losing venture published bi-monthly pretty close to the middle of January, March, May, July, September, and November. The General is published by The Avalon Hill Company almost solely for the cultural edification of the serious game aficionado. It helps sell our merchandise, too.

Articles from subscribers are considered for publication at the whim and fancy of members of our erudite editorial staff and company baseball team. To merit consideration, articles must be typewritten double-spaced and not exceed 1,000 words. Accompanying examples and diagrams must be drawn in black or red ink. Payment for accepted articles is made according to the dictates of the voting subscribers.

A full-year subscription costs \$4.98 (overseas subscribers add \$6.00 to cover airmail.) Back issues cost \$1.00 each: out-of-stock issues are Vol. 1, No's. 1, 2, 3, 4, 6; Vol. 3, No. 1; Vol. 4, No. 4.

To facilitate correspondence, we suggest that all envelopes to Avalon Hill be marked in the lower left-hand corner as follows:

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Avalon Hill Philosophy - Part 33

WHERE DOES THE GENERAL GO RIGHT? — A REBUTTAL

In the previous issue we reprinted a letter from John Van Devender, as sort of a representation of what many people found wrong with this magazine. We counter-attacked as best we could; but not half as well as do Messrs McGuire and Tucker who really lay into Mr. Van Devender.

So — we're going to let our readers do the talking by reprinting these rebuttals, not only because they defend us better than we did ourselves but it satisfies those who want us to "kill the stuff our staffers are doing."

Dear Sir:

I recieved my copy of the March-April '72 GENERAL in the mail this morning, and I was distressed to read John Van Devender's opinions in the AH Philosophy-Part 32. Willing to man the parapets in defense of your magazine, I rushed to my typewriter to pen a hasty rebuttal to Mr. Van Devender's barrage.

Mr. Van Devender opens with a full broadside aimed at a lack of AH feedback. I'm not at all sure what he meant by his innuendo that AH is probably uninterested in his opinion. Any business that operates without responding to the needs and desires of its customers won't last very long. The fact that 13-year-old AH is steadily gaining a secure position of leadership in the adult games market (refer to Philosophy-Part 31), and the fact that the GENERAL is entering its ninth year of publication are sufficient evidence that AH is satisfying a significant number of people. The GENERAL does reflect a responsive attitude. The Question Box, which responds to readers questions on game play, was included in three of the last six issues; a total of twenty-seven letters were printed in the Letters section of the last six issues; the Infiltration Report, with its news of non-AH activities for games, was included in five of the last six issues; the Organized Wargamer has appeared twice; the Operation Contact survey was run in the September-October '71 issue; and the AH survey was run in the last issue. To my way of thinking, this is responsive publishing. The very fact that AH devoted a full page to Mr. Van Devender and his opinions speaks for the attitude of the GENERAL staff on feedback.

Mr. Van Devender's next rounds are fired at the standardization of the Opponents Wanted section. Here, Mr. Van Devender displays a peculiar attitude toward wargaming. Personally, I am not interested in reading the "Let the rabid ranks of wargamedom know that 'The Executioner' is amongst the eager to trample them indiscriminately into the battlefield muck-type of drivel" The standard format now used for Opponents Wanted ads is both useful and sophisticated. If wargamers are interested in "entertaining" ads they should try reading the classifieds in an "underground" newspaper.

Mr. Van Devender then unleashes a salvo at the idea of reprinted articles from other wargame magazines. There is simply nothing wrong with this policy. Many GENERAL readers, novice and veteran, may not have had an opportunity to

read the articles in their original printings, and those readers might enjoy the reprints. For their part, GENERAL subscribers who have already seen the articles might be generous and not jump up too quickly to register their complaints. After all, readers can hardly claim that the GENERAL is flooded with reprints (only six reprints in the last six issues).

Finally, Mr. Van Devender insists on pointing out the printing error in the last issue. One of my Air Force jobs involves compiling and printing a 300 page information digest every month. From that personal experience I know that errors will occur in publications even after extensive proof-reading. The only valid point Mr. Van Devender has made is that no one is infallible — not even the GENERAL staff.

The GENERAL is also not perfect — no one claimed perfection. But it is a successful and valuable addition to wargaming literature. Granted, the GENERAL "pushes" AH products, but that is why it exists. The GENERAL exists to provide worthwhile information and ideas to AH game owners. In that endeavor, it is a solid success.

Mr. Van Devender closes his letter with the thought that he might yet resubscribe, even though he is thoroughly dissatisfied with the GENERAL, and ominously suspicious of the motivations of the GENERAL staff. I will close my letter with the thought that no will have to twist my arm or bribe me when renewal time rolls around — for another year of enjoyable reading.

Michael W. McGuire
PSC Box 5387
Victorville, California 92392

Mr. McGuire's words are most gratifying and encouraging. What we, the staff, said in the last issue would naturally be taken by the reader as a biased position paper. It's always better to hear it from a happy subscriber.

Now that we are fairly sure of getting at least one re-subscriber, let's cover all bases and get a viewpoint from S/Sgt. Robert E. Tucker, who represents those who have subscribed to The General for the first time:

Gentlemen,

I have just received my first copy of your publication, THE GENERAL, March-April 1972, and would like to make a few comments if I may.

First I would like to say a little about myself. I am 25 years old, married and have 1 child. I'm a S/Sgt. in the Air Force, stationed at Grissom AFB, Indiana (just north of Kokomo). I started wargaming 13 years ago when a friend and I devised our own table top game, using Airfix infantry and AHM armor and equipment. We did our own research on movement, firepower, etc. I discovered AH at the tender age of 14 — a friend had gotten Gettysburg for Christmas. I have been hooked on AH games ever since. I now have 8 of your games, and still continue with my table top game also.

COVER STORY

The state of the art took another step forward last month in San Diego. That's when Spartan International was appointed official Avalon Hill representative at the Hobby Trade and Consumer Show held in the southern California city. Its purpose: to inform the public (the consumers) and the trade (retailers) what the latest fad in hobbies were all about.

In one of many 10' x 10' booths set up by a variety of manufacturers, Spartan personnel corraled thousands of spectators, indoctrinating them thoroughly in the art of wargaming.

Ten uniformed officers and members of the SICL manned the Avalon Hill booth from 10 AM through 9 PM. "It was the best-manned booth in the entire show," exclaimed spokesman Dan Hoffbauer. "And the booth was unique in that it offered activity — at least two board games were always in progress thus simplifying the need for verbal explanations to passers-by."

(continued page 3)

With this background established, I would like to discuss your publication and Mr. John Van Devender's letter.

I disagree with his comment in paragraph 4 about discontinuing reprints of articles from other publications. I do not at present subscribe to any other publication, and I know I will find such articles extremely helpful. I feel that most of your new subscribers will (or do) feel the same way. Also, your Old Timers who subscribe to S&T and others will benefit. A reprint of an article that appeared before they subscribed is an example.

I also disagree with your answer. In particular where you state you are not going to expand into non-AH literature. I agree that an article on say, Napoleonic table top games, does not deal with AH products, but it does provide knowledge on another type of wargame. I am not saying this should be a regular feature, but 1 or 2 articles a year would not be out of line. I realize your publication should and must deal with AH and similar games. This is well and proper. But I feel that any publication about wargaming, regardless of the type it is slanted towards, should still comment on wargaming in general (no pun intended.) Such articles would be of benefit to those "newbies" you mentioned. In line with this, perhaps you would run a section on where to write for subscriptions to wargame mags such as S&T and others. I know your publication is not intended to drum up business for somebody else, but it might bring in a little money in advertising, and would help such as myself who do not know where to write.

I agree with Mr. Van Devender on two points. (1) Put in announcements and discussions on new games. If you are putting out a new game, I really want to know about it. As an example, your "blurb" on FRANCE 40 was far too short. I would like to see more detail such as some of the rules, situations, etc. (2) Your "Opponents Wanted" section. The type was so small, it almost required a magnifying glass to read it. You listed the ads alphabetically by states, but with no space or separation between each state. This is, I know, a minor complaint, but it irritated me.

All in all, I found THE GENERAL fascinating, informative, and invaluable in upgrading the quality of my wargaming. I am very pleased with my first issue, and plan for a long association.

S/Sgt. Robert E. Tucker
1239 Chanute
Grissom AFB, IN. 46970

Even in defense of *The General* there is disagreement. To paraphrase an old adage, "You can please some of the people all the time and all the people some of the time, but you can't please all the people all the time." certainly applies in magazine publishing.

But we do listen to our readers. We are ever cognizant of our shortcomings, and make attempts to rectify them.

One such attempt will be readily noticeable within the year. Effective with July-August issue, *The General* will have a new editor — Donald Greenwood. Greenwood has joined the full-time Avalon Hill staff as Research & Design Director. His responsibilities lie directly in the area of providing our customers with the best gaming service his expertise offers. Planned changes to the literary content of *The General* "will be meaningful," and not for the sake of change alone.

The General will be of even greater value in the areas of tactical and strategic help in play. Greenwood plans to establish greater rapport with the many clubs that sponsor tournaments. As we enter our 9th publishing year, we are confident that *The General* will emerge as the industry bible in the not too distant future. For now, we thank the many loyal subscribers who have stayed with *The General* during the past eight years... and the many McGuires and Tuckers who make the publishing of this magazine all fun and games (pun intended).

a Realistic Solution

by Ernest S. Gore

Any PBM war game poses the special problem of determining the outcome of the battles in a truly random fashion. Any method used must satisfy the conditions that, (i) at the time of making a move, neither player must know the outcome of each battle, and (ii) the outcome of any one battle must be independent of the outcome of any other battle.

The method suggested by Avalon Hill of determining PBM battles relies on stock market quotations. This method satisfies the conditions for random outcomes but it suffers from some drawbacks. The stock market quotations may not be readily available, and in some more remote areas may not be easy to obtain short of a subscription to the Wall Street Journal. In addition new combat results tables must be used which differ from the ones in the original game since the stock market quotations use the ten digits from zero to nine whereas the original game uses a die with the digits one to six.

I have devised a simple system of determining combat results which obviates the drawbacks inherent in stock market quotations. The attacker rolls the die for each battle just as in the original game and records the results of the die roll for each battle. On the same day that the attacker mails his move, his opponent mails him a sequence of numbers, each number of the sequence corresponding to one of the digits one to six. These numbers are chosen at random by rolling a die for each position in the sequence. Each position in the sequence corresponds to a battle, for example the sixth position would correspond to the sixth battle. Upon receiving his opponent's letter, each player has before him a set of "coordinates" for each battle consisting of two digits. The actual die roll which is used to determine the outcome of each battle is then obtained from the following table:

	1	2	3	4	5	6
1	1	2	3	4	5	6
2	2	3	4	5	6	1
3	3	4	5	6	1	2
4	4	5	6	1	2	3
5	5	6	1	2	3	4
6	6	1	2	3	4	5

Thus a battle described by the coordinates 42 will be decided by an actual die roll of 5. Because this table has the property that each of the digits one to six occurs once and only once in each row and column, it satisfies the conditions for insuring that the outcome of each battle will be random. Furthermore the table is symmetric, thus the actual die roll is independent of the order of the coordinates. For example the coordinates 42 give the same result as 24. This ensures that no confusion can result from the players getting the order of the coordinates reversed.

In order to use this method the date of each player's move must be known in advance to each player. A simple solution to this is to make one move each week on the same day of the week.

Ernest Gore
60 W. 8th Ave. Apt. A1
Columbus, Ohio 43201

— continued from page 2 —

"The actual play of the games is what attracted the attention of, perhaps, 8,000 people who passed by during the long day," claimed Hoffbauer. "To present an AH game in the proper light to a person who has never seen one before, it was essential that we project the competitive aspects of it. Competition is what it is all about."

This philosophy echoes the credo of Spartan International, itself, a gaming fraternity founded five years ago by Russell Powell for the express purpose of elevating the "art" to the professional level enjoyed by chess.

This professional approach, manifested at the show through the appearance of the Spartan people in their black and white regalia, made quite an impression. While some of it was negative, being labeled with the onus of militancy, the majority of the comments were favorable. The overall impression was one of admiration for people so dedicated to a hobby that were willing to shed individualism for the sake of teamwork.

"The real problem," stated Russell Powell, "is that too many wargamers are reluctant to come out and declare themselves as wargamers. Too many tend to be defensive, as if to admit that it is not the thing to do. The SICL has found that on the whole both wargaming and patch shirts are given a much more positive tone when you are not afraid to stand up for your beliefs and tell people what it is all about."

The SICL told it to businessmen, teachers, college students, mothers, and many retailers covering the show for new ideas and items. To the SICL personnel who spent many wearying hours in demonstration, the show was a fantastic success. (We know from the increase in hobby store business recently effected.)

"The show taught us to stop hiding in closets," relates Powell. "It's time to step out into the public and tell it like it is. After all, fellow wargamers, you have nothing to lose buy your solitaire opponent."

We couldn't have said it better ourselves. Spartan International did *our* job for us, and did it better. For this, Avalon Hill is eternally grateful — we are doing all in our power to help foster such relationships between publisher and organizations such as SICL and IFW, who sacrifice many man-hours in dedicated work toward religiously spreading the gaming word.



by TSGT Lou Zocchi

While I thoroughly enjoyed reading "Indispensable For An Historian" by J.E. Pournelle, Ph.D., in Vol. 8 No. 4 November-December *General* I'm afraid a casual reading of his well written remarks might give readers the false notion that the American player in Luftwaffe is bombing German cities or that American Strategists favored such a practice.

The British bombardment policies practiced by "Bomber Harris" were aimed at the complete and total destruction of every German city because he felt that such devastation would bring about an economic collapse. The American Strategic Bombardment objective was to eliminate a key German industry which would halt production in most of the other industries. Although the Americans occasionally participated in City bombing, such raids were the exception rather than the rule. Our few city bombardments were usually made for political reasons whereas the British motives for such raids were purely economic.

On one occasion, the Americans assisted the British in bombing a city because the Russians were approaching and it seemed that such a combined effort would serve as a gesture of cooperation and support to Russian forces.

When we wrote the rules for Luftwaffe, it seemed easier to say, "bomb the city," than it was to say, "bomb the specific factory complex located within the 20 mile square which is identified by the name of its largest and most significant city." Because I had to make repeated references to these factory complexes, the expedient phrase "bomb the city" was used but it was not meant to be taken literally. The last paragraph on page 3 in the 1st column of the designers notes states, "When more than one target falls within the same 20 mile square, the square is named for the most significant industrial complex within it. Although the square has only

one name, it does not necessarily mean that all those targets listed on the target pad are physically within that city. Those additional targets could be in other towns which are somewhere within that square, but whose name was not used."

Because the rules continuously talk about bombing cities, it is easy to see how Dr. Pournelle concluded that the game had built-in strategic mistakes.

Dr. Pournelle's quotations from the Strategic Bombing Survey showed that German production increased in spite of bombing. But German production was scheduled to increase whether we bombed their factories or not! I believe that if we had not bombed, their production figures would have been higher than what has been recorded. While strategic bombardment did not turn out to be the overwhelming success we thought it should be, it was not such an overwhelming blunder that we'd have been better off to eliminate planes and produce only Land armies or naval units.

Increased production does not occur overnight. New equipment had been acquired and installed in accordance with the German production scheme. Furthermore, Hitler felt that a woman's place was in the home and rejected plans to use them on production jobs until late in the war. The impact of working women almost doubled the available labor force overnight. New equipment and an expanded labor force must make an impact on production even when some of the production facilities are being destroyed.

Many people have questioned the value of air power. During WW II, the most intelligent individuals were usually sent to the Air Corps. Although we can be justifiably proud of the combat records established by our armies, it is fascinating to speculate about how much more effective those armies might have been if the Air Corps had not drawn off the majority of high intelligence personnel.

But instead of speculating about what could have happened if there had been no Air Corps, why not speculate on what could have happened if the R.A.F. had participated in our strategic bombardment campaign? To simulate their assistance, increase to 10 the number of targets the R.A.F. may attempt to destroy each quarter.

Dr. Pournelle also questioned the value of attacking air bases. I hope it is clear to everyone who read his article that neither he nor I advocate destroying of bases as the sole method for achieving victory. The destruction of bases is a possibility in the game which should be exploited for its tactical value only, i.e. Me 262's are almost invincible in the air, but very vulnerable on the ground. Since range limitations prohibit B-25's, B-26's & A-20's from bombing remote strategic targets, they can be effective as jet base destroyers. While this is similar to their role in real life, continuously using them for this one function is self defeating because proper German anticipation prevents them from reaching their targets. Occasionally letting a B-17 or B-24 separate from the stack to destroy a nearby jet base multiplies the German defensive burden.

Jets refuel more frequently than other planes and require special airports from which to operate. The destruction of one jet base without the corresponding destruction of its planes automatically doubles refueling time for these fighters. Prolonged refueling time diminishes the number of sorties they can fly and increases American

chances to destroy them on the ground. The shortage of jet bases is an Achilles heel which can and should be exploited tactically.

I agree with Dr. Pournelle's opinion that the "roll-up" attack, in which the first waves blast near bases, the next wave deeper bases, etc. can be of great military value. In real life such a procedure is highly effective, but because of the time/distance/numbers ratio used to design Luftwaffe, it is not applicable or effective in the game. So to restate my case and avoid confusion I'm going to recap a little by saying that the indiscriminate destruction of bases which accommodate regular fighters produces little but the selective destruction of jet bases can be highly beneficial. There are too many regular fighter bases which can be used as alternates. Unless a grounded unit is destroyed as the base is bombed, it is better to leave them alone. On the other hand, there are few jet bases and the destruction of just one causes the German to over crowd his remaining bases and double refueling time for all jets, or lose the services of a jet when it lands at a non-jet base and risk its subsequent strafing or bombing.

General Diplomacy

With this issue we start the first of its kind anywhere... a series of service articles dealing with playing ORIGINS OF WWII by mail. This new series will feature the latest happenings in the world of postal Origins with notices of game openings and magazines coming into print for this express purpose. An article or two will also deal with various aspects of play itself; however, emphasis will be centered on getting people into postal play rather than outlining actual strategies of play. We will leave that up to the experts who will expound such views in their respective magazines (listed in the accompanying text).

POSTAL ORIGINS - I

by Edi Birsan

At the present time there are eight magazines handling the play of postal Origins. All of the 'zines are an outgrowth of the Postal Diplomacy movement that has expanded over the last ten years providing the present crop of publishers with the experience and knowledge of problems that come with the introduction of a game into the postal circuit. Among the first things done, was to set up an identification system to code all games of Origins so that the games can be kept track of and recognized from each other.

This being done by the publisher of the ARENA and a constant record of all games in progress is kept by that publisher. The second long range item that was taken care of was a rating system. In Diplomacy there were no less than 13 different types of rating players involving massive bookkeeping and back tracking as each system was devised. Presently the ARENA system is the only one on the books and may hold the line on the ratings of players against many other systems.

It soon became apparent to many Game-masters (GM's) that the Stock Market method of resolving combat was not the easiest method of revolving postal combat and therefore 6 out of the 8 publishers have the GM roll for the combat results. The rationale behind it is that it cuts down on paper work and if you don't trust the GM you shouldn't be playing in his 'zine in the first place.

The first articles on aspects of Origins appeared in FREEDONIA with a comparison of the percentages of pf allocations available to the players and the possibilities of the alliance of the Western Powers with Russia. Seeing that the postal play of Origins is moving into the area of postal Diplomacy it is only natural that articles of comparison began to appear. This was done briefly in ARENA, ANSCHLUSS and most of the other multi page 'zines.

Rule questions began to pop up almost before the first game was started and they have been submitted to Avalon Hill for a final ruling. In matters of rules peculiar to postal play only, such as the results of missed moves, the postal Origins players have attained a fairly universal handling of all matters involved with missed moves and orders not received for attacks. This is quite different from the postal Diplomacy world which has no less than 5 different ways of handling the same problems.

Of the ten games recorded during the first three months of the game's publication there were 7 historic games, 2 games with mixed objectives and pf schedules and one game of the Anti Bolshevik Crusade. Yet, when one considers the game openings available now there is plenty of room for people desiring to play any version of the game since most GM's will open up any section of the game almost upon request.

Below are listed the eight 'zines presently publishing Origins games by mail with brief write up on each. While game openings vary and are generally filled quickly the best method of getting into a game is to subscribe to a 'zine and let the GM know that you are interested.

ANSCHLUSS — Joseph Antosiak, 3637 Arden Ave., Brookfield, Ill. 60513, Game Fee: \$3 with a 75 cents refund policy. Countries assigned by preference. Subscription rate: 12 issues for \$1. Deadline interval: 25 days. Stock Market Combat results not used. GM rolls for results. Features: Fiction series called "Fantica" similar to a press release without a game & Diplomacy games occasionally. Average number of pages: 4.

ARENA — Edi Birsan, 48-20 39 St., Long Island City, N.Y. 11104, Game Fee: \$3. Countries assigned by lot. Subscription rate: 8 for \$1. Deadline interval varies: fast games 2 weeks, regular games 3 weeks. Stock Market not used, GM rolls for results. Features: maintains the only rating system and identification system for postal Origins; Articles on Tricks of the Trade, Diplomacy and Origins; Column devoted to player's arguments against any GM. Average number of pages: 6.

BLOOD AND IRON — Lewis Pulsipher, 321A Twin Towers, Albion, Mich., 49224. Game fee is a subscription to the 'zine for the length of the game. Countries assigned by preference. Subscription rate: 8 for \$1. Deadlines are being shortened from one month at players choice. Uses the Stock Market System. Features: Reports on happenings in the Variant Postal Diplomacy world with articles on the events and new games in that field. Average number of pages: 5.

STENCH!! — Herb Barents, 157 State St., Zeeland, Mich., 49464. Game fee is subscription to the 'zine plus a \$1 refundable deposit. Countries and National Objectives assigned by Lot. Subscriptions are: 9 for \$1. Deadlines are every three weeks. Stock Market system is not used, GM rolls for results. Features: Diplomacy Variants. Only a 1 page flyer received for review.

DER BEVOLLMÄCHTIGER und ALTE SPIEL-BLATTE — Robert Johnson, Box 134, Whippany, N.J. 07981. Game fee \$3 with a \$1 or 50 cents refund. Countries assigned by lot. Subscription rate not known. Deadlines vary from two weeks to about 25 days. Stock Market System not used, GM rolls for results. Features: "Cities" games. Average number of pages: 1.

FREEDONIA — John Boardman, 234 E. 19th Street, Brooklyn, N.Y. 11226. Game fee is \$3. Countries assigned by lot. Subscription rate is 8 for \$1. Deadlines are two weeks. Stock Market system used. Features: Game reviews of multi player non battle games; articles about Origins. Average number of pages: 5.

NEOPHYTE — Len Lakofka, 1806 N. Richmond St., Chicago, Ill. 60647. Game fee is \$2. Countries assigned by preference. Subscription rate not known. Deadlines are four weeks. Stock Market System not used, GM rolls for results. Features: 'zine for novice only; novice games of Diplomacy. Average number of pages: 5.

PEERI UBER ALLES — Larry Peery, 816 24th St., San Diego, Cal., 92102. Game fee \$3. Countries assigned by lot. Subscription rate is unknown. Deadlines are generally four weeks but international games have a 6 week deadline. Stock Market system is not used, GM rolls for results. Features have not been discussed at this time. Average number of pages: 1.

Luftkrieg

by John Hemry

Luftwaffe, Avalon Hill's latest brainchild, is in many ways an improvement over other airpower games. It has its faults though; the majority of which show up in the basic version. The relatively small number of planes involved here result in the fact that a single roll of the die may determine an entire game. It's possible to eliminate an entire airforce in one attack. To bring a halt to this amazing slaughter halve all results given on the CRT in the Basic Game. In case of fractions, round down. If the result is one, leave it. Some may say that this makes the German's job harder but seeing as the whole game is a bit lopsided in their favor who cares?

When we advance into the more complicated versions the rules smooth out, somewhat. One cannot but wonder what Adolf Galland would have said if he had known that in 1945 he had the best fighters of any time in the war. He would also have wondered at the fact that their quality was as good as in 1943. At this time the German pilot schools were turning out pilots which were in many ways comparable to the Japanese Kamakazi pilots. For this and other reasons, when using the "Operation Custer," and tournament and advanced games in 1945 lower all German aircraft's E rating by one (don't look like that, you're lucky I didn't ground half your

airforce for lack of fuel). Except from this ruling all ME-262 squadrons and in the case of ME-262 squadron JV44 add one to the E rating as it was composed of the elite of the Luftwaffe.

Me 262A-1 by Messerschmitt



crew	one
max speed	540 mph at 19,684 ft.
cruising speed	440 mph
service ceiling	36,565 ft.
max range	652 miles
armament	four 30-mm MK 108 cannons

A note on tactics: The basic thing for the German to remember is Get The Bombers! Although at times the American fighters are tempting targets they are irrelevant since they cannot destroy ground targets. If you have a choice between attacking fighters and bombers get the bombers. If necessary allow fighter units to be destroyed next turn. The American generally has a limited number of bombers and replacements and when these are gone he has had it.

P-47D Republic Thunderbolt



Crew	one
Max speed	429 mph at 30,000
Cruising speed	350
Service ceiling	42,000
Max range	1800 with tanks 590 without tanks
Armament	8 50 caliber machine guns and up to 2,500 lbs. of bombs or 10 rockets.

More commonly known as the Jug, this sturdy workhorse served well as a fighter and a ground attack aircraft.

P-51D North American Mustang



Crew	one
Max speed	437 mph at 25,000 ft.
Cruising speed	362
Service ceiling	41,900 ft.
Max range	2,300 with tanks 950 without tanks
Armament	Six 50 caliber machine guns and up to 2,000 lbs. of bombs or 10 five inch rockets.

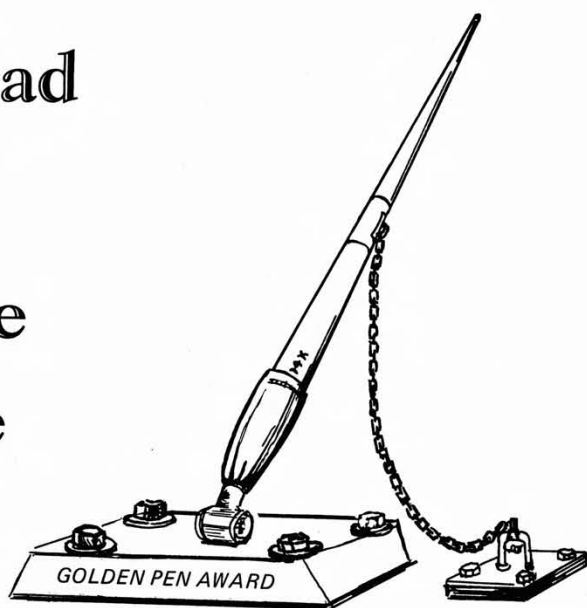
For the American player salvation lies in the proper use of his aircraft. P-38s should be placed on close escort due to the fact that they have long range and aren't very fantastic in combat. These will help to soak up the first losses. The P-47s and P-51s should roam about and attempt to jump the German fighters at the earliest opportunity. Try to keep them out of a position from which they may be jumped by large forces of German fighters. If necessary small units of fighters may be used as bait to lure German fighters away from bomber formations. When allocating bombers to targets don't allocate too few factors to each, they might not get through. Don't allocate too many either or you may find out that you have a lot of cities that haven't been hit.

John Hemry
Flt. Computer
programming Center
San Diego, Calif. 92147

Stalingrad

the Middle Game

by George Phillies



Part II deals with an in-depth view of the Russian defense, concluding George Phillies' fine article that first appeared in Panzerfaust Magazine, and reproduced here with their permission. Panzerfaust is available from Lowry's, P.O. Box 1123, Evansville, Indiana 47713.

Russian defense in the middle game is much more of a tactical matter than the German offense. The placement of an individual piece, or a few individual pieces, may have a considerable effect on the game. While the Russian defense is strong, it is also brittle. The Russian is sufficiently weak that he is unable to do a great deal of counterattacking; therefore, a single error in placement can do irreparable damage to the Russian position.

There are still strategic considerations to be made. At the start of the game, the Russian is faced with the fundamental problems posed by Finland — how much force should be deployed against it? Answers have varied from 3-4 piece, for a containment strategy, up to 12, 13 or so for a very heavy offensive. Similarly, some consideration must be given by approximately the fourth turn, as to how forces should be divided between north and south. There is some reason to suppose that placing a heavy preponderance of the force on one or the other of the fronts, preferably the one where the Germans are weaker, is advantageous. This can be taken to extremes; a Russian who strengthens one flank to such an extent that the other collapses (an extraordinary circumstance) has overdone things somewhat.

There is a further strategic/grand tactical question; when and under what conditions should the Russian counterattack? The stock response of the early 1960's: "Never" was at best inadequate then, and is in general an invitation to disaster now. Several possibilities offer themselves, most prominently with respect to German river crossings. A single stack of units on the Russian side of the river, especially one without flank units on the river, is an inviting target. An equivalent situation, although one which is not often recognized as such, is found at the southern end of the

Nemunas, where the Pripyat marshes give the Russians a considerable advantage in counter-attack.

Of considerable importance to the Russians is the situation found in front of the three replacement cities. The Russian will often find it necessary to keep the Germans from entering the cities immediately. If one follows the rule interpretations that the Germans need merely move here to a replacement city during their turn (even if they are annihilated during the combat portion of their turn) in order to eliminate replacements from it, then the Russians must keep the Germans away from each city, which is a much stronger constraint. Incidentally, I would recommend that this rule interpretation be used in play, as it follows the written rules more closely, and helps to balance the game.

Attack and counterattack battles in front of one or another of the three major cities will often decide the game, particularly if the German continues to press as hard as practicable on the remainder of the front. The Russian should look for the counterattacks which will hold his positions at a minimum expense; end of battle positions forcing the maximum German soak offs are also desirable, since German soak offs and exchanges will frequently do most of the damage to the German army. Caution should be taken in making soakoffs so that units surviving said attacks can't be retreated into undesirable positions. I have seen at least two games won by the Russians for the Germans when the Russians used a 2-3-6 for a soakoff which lived and was retreated on top of an otherwise impregnable (at least by 3-1 standards) Russian position. One of the positions was Moscow, held by two 7-10-4's; the other was Stalingrad., held by a 6-9-6.

Besides location, there are other matters which must be thought about in planning Russian counterattacks. Counterattacking tends to be quite expensive; even a small counterattack may use up an entire turn's replacements. Since the Russian is a bit short of pieces, any large battle may reduce his army to the point where it starts to fall apart. (I will illustrate this below.) Also cost to the Germans should be considered. A single Rumanian 2-2-4 is an eminently weak target, but if the Russian exposes himself con-

siderably to make the attack, he may lose on the deal. The Russian can't afford blind frontal mass attacks until late in the game, where they can be used to crush the German Army. Rather, any counterattack must have a purpose, as to take a river line or greatly delay the Germans. Frontal delaying attacks will simply expose large numbers of Russian pieces to the German, a case which is especially true early in the game.

Several authors have discussed this matter in some detail. I will note two. Thomas Fowler's "Tactics of Defense" and Mark Morss's "Fabian Stalingrad." These articles were both published in recent issues of the *AH General*. I think that it will be worthwhile to restate and contrast them, since they propose actions as different as one can reasonably imagine.

"Fabian Stalingrad" takes note of the tactics of the Roman general Q. Fabius. Faced with an invasion of Italy by the Carthaginian army under Hannibal, Fabius elected to sit in the Italian mountains and delay. He had some strong reasons for doing so, most prominently that a number of Roman armies had tried to give battle to Hannibal and had been smashed to pieces, Fabius took advantage of the terrain by keeping his forces in hills and woods where the Carthaginians couldn't get at them. He then utilized delaying tactics. He did this so well that delaying tactics are often referred to as the "Fabian Strategy."

Mr. Morss proposes, correctly, that a study of this campaign may be used to illustrate an idea for Stalingrad. In particular, he proposes that most of the Russian army should be placed in cities like Kiev and Odessa, thus leaving less than a dozen units (literally the minimum possible) on the front line. This tactic is supposedly repeatable for several turns; eventually the German is supposed to lose.

An analysis of the actual proposed defense shows that Mr. Morss missed a key point of the Fabian campaign: Fabius won because the Carthaginian army was unable and unwilling to attack the fortified cities of Rome's allies. The casualties involved in taking a fortified position were so great that it was not possible, militarily, for the Carthaginians to do so, except against the city of Rome itself, without incurring unacceptable casualties. These fortified cities commanded the major roads, canalizing and containing the Carthaginian advance so that Fabius could succeed (sounds familiar doesn't it?).

The normal defense used by most players follows this basic principle — use impregnable, 3-1 proof positions to canalize the German advance so that delay will work. This is precisely what the Morss defense fails to do. The rivers, cities, and other doubled positions are held with the minimum factors so that the Germans can 3-1 them, taking important positions. This defense will cause the Russians to lose fairly early because:

a.) It allows the Germans to advance much more rapidly than would otherwise be the case.

b.) It increases Russian casualties, both by giving the Germans targets they usually would be unable to attack, and (after the first turn) by increasing substantially the number of delaying units needed by the Reds to make a coherent line.

Incidentally, the front line in this game illustrates what happens to a Russian army which runs out of pieces, if the Germans aren't similarly weakened, they are able to kill many units per turn which would otherwise be safe. For

example, a 5-7-4 on S18 would save an average 2/3 of a piece, and protect the northern end of the Nemunas, simply by being 3-1 proof.

Let us consider the details of Morss' actual defense. For those of you who didn't see it, it was:

4-6-4's in: NN14, KK15, II14, Odessa, BB15, AA15, Z16, S18, R18.

5-7-4's in: Kiev (2), EE17 (3), Minsk (3), Smolensk (2), Riga (2), J31

2-3-6's in EE12, X15, U18

4-6-6's in: A36, B36, C36, D36

7-10-4's in: Kiev, Smolensk

Cavalry in: E36, F35, G34

This defense does adhere to the principles described in the Fabian Stalingrad article. It exposes an absolute minimum number of pieces to the German army. It demonstrates clearly the difference between "Fabian Stalingrad" and the tactics of Fabius, in that it yields to the Germans a number of points which could be held if competently defended.

In particular, I note that the Germans can make 3-1's on the doubled positions S18, AA15, KK15, and NN14 on the first turn while making undoubled attacks on one 4-6-4 and three 2-3-6's. This will stretch their army to the utmost, in that they can't make 7-1's on both of the other 2-3-6's, but the expected damage to the Soviet positions makes this worth it. A more conservative player may prefer not to 3-1 KK15 but instead to insure the destruction of the 2-3-6's.

It is not quite certain how the Russians expect to recover from this sort of move since the loss of doubled positions will continually lengthen the line across which they must place delaying units, thereby increasing their casualties. If the instructions of the articles are followed, which seems hard to believe, the Russians will lose something like 5 units on the next turn (1' East of the Nemunas, 2 on parallel 17 west of the Nemunas, and 2 in the south, plus whatever happens in the Carpathians. The Russian army will rapidly be worn down, since these losses are larger than potential Russian replacements, except at the third level of the 4-6-8 rates

The Germans in Finland will have a decent chance of doing something in the middle game, unless the Russian forces are reinforced there. The belief "mass the tanks and cavalry" for an attack in Finland suggests an effort to run the game as a war by unit designators, rather than as a game by combat factors. This is an invitation to defeat in almost all AH games.

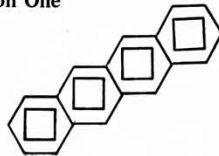
One really ought to take note of the "Tactics of Defense" article of Thomas Fowler, if only because it seems to have been rather widely read. Several of my Russian opponents at Mil Con II apparently read the article and followed it in play. (one of them asked me what I thought of it. After reminding me which article it was - I occasionally forget - I expressed strong doubts as to its validity which I then proceeded to demonstrate by beating the opposition (who was Russian in a 4-6-8 game).

The general notion was that the correct Russian tactic is to place one's pieces so that the Germans could not attack some of them without having to soak off against the rest, thereby causing substantial casualties. This is in part a legitimate notion, in that there are ways of doing this, so as to weaken the German player.

Unfortunately, the tactics proposed by Thomas Fowler are not always ways of doing this. Rather, they are often ways of losing large numbers of Red pieces in a hurry. The advice: "River lines, despite their effect of doubling defense factors, are only a liability if they cause the line to be longer than necessary" which is duplicated in "Fabian Stalingrad," will do nothing to slow this practice.

Since some of you may not be familiar with the article. I might note some of the defense configurations which were recommended. "Configuration one" was a line of pieces on a file, one per square. While it is true that if the Germans attack one of the pieces, they must soak off against at least one adjacent piece, there is the problem (which occurs in real games) that the German can attack all of the pieces in a line by using large amounts of armor, plus 3-1's with 1-2 soakoffs using pure infantry. The result tends to make the Russian line a thing of the past.

Configuration One



The other configuration of interest is "Configuration 6." Once again, it is argued that while the German could concentrate one corps against any stack, he would have to soak off against at least one adjacent stack.

Configuration Six



Once again, with armor the German can hit 5 pieces (assuming all 5-7-4's) out of six at 3-1.

Now, at least one of my opponents has argued "But if I do it in both the North and South at the same time, you don't have enough armor to hit everything." This is, of course true, but it is rather rare for a German with an intact army to lose because his opponent gives him more undoubled targets than he can hit. A Russian who is losing 7 or more pieces a turn just isn't going to last very long.

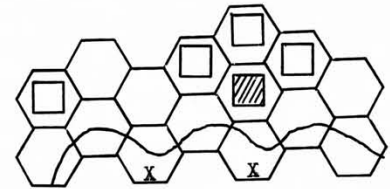
What, then, should a Russian do?

1.) The Russian player should make maximum use of doubled positions, such as rivers and cities. He should be sure that his positions, or at least the most important of them, are 3-1 proof. Failing this, they should be made as expensive to take as possible. An impressive number of people will be scared away from a 3-label position by a substantial soak off, especially if doubled units need be soaked off against.

2.) The Russian should retreat as little as possible between delaying positions, as long as this is consistent with reasonable losses. A delaying position which allows the opposition to force a doubled defensive point, as by leaving units on an adjacent square during an attack, should be avoided. The temptation to fall back from river line to river line without holding at all in between should be firmly resisted.

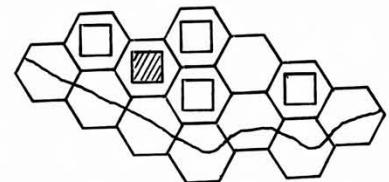
3.) The Russian should be prepared to counterattack when the situation warrants. If the Germans force a river line with a lucky 1-2, it is sometimes necessary to counterattack and destroy the pieces involved, rather than withdrawing. Note, however, that this technique works only if the Russian has filled the resulting gap in his line. Diagram III shows a successful example of this. Diagram IV shows an unsuccessful Russian effort to do this.

Diagram III.



x=hole allowing
German penetration

Diagram IV.



4.) The Russians should fight, if only for a few turns, in front of whichever of his major cities is reached first. After losing a third of his replacement potential, a Russian player is going to find his army headed downhill. It is usually harder to counterattack after one of the replacement cities has been lost.

5.) The Russian should not make gross errors, like leaving stacks where the German can surround them. Despite his great replacement potential, the Russian has a small army. If used up too quickly, it can be irreplaceable.

In conclusion then, the German must follow the principle: push forward, but be reasonably conservative. Mass low-odds attacks will use up his army; extreme reluctance to take casualties in soakoffs and exchanges will fail to use up the Russian army. The German must be prepared for a real frontal battle at some stage, and try to lengthen the front as much as possible beforehand.

The Russian must follow a policy of slow withdrawal, while trying to hurt the Germans as much as possible. He must build up his forces for the counterattack, since a pure delaying strategy will seldom win. He must be conservative to protect his army yet be prepared to expend it at the right moment.

After all, it's basically a balanced game. Relative skill, both between players and in playing the two sides will decide the issue. If you don't have the right opponents, then read one of the many articles on re-balancing the game.

Panzerblitz Revisited

by George G. Hopp

You are controlling 23rd Panzer Division in Situation 2. Going into the Soviet half of the last turn you have, through magnificent defensive tactics, kept the Mongol hordes to within 8 hexes of the northern edge — suddenly, out of the underbrush, under the muzzles of all your tanks, guns, and miscellaneous other death dealing weaponry, a truck scurries across hill and dale into hex 18 and decisive victory Is that what bothers you Bucko?

Well, it certainly bothered me, especially as several attempts to overcome this problem, such as use of the "Impulse Movement & Return Fire" Rule and several offshoots from it, all fell short of the desired realism. My latest, and hopefully final, solution is summed up in the form shown in Fig. 1. Note that this form can also be used to keep track of both turns, and impulses within turns.

The prime change to published game procedures has been the addition of defensive fire DURING the attacker's movement. This defensive fire can be carried out in any one of the following situations:

Situation 1 — IF THE MOVING UNIT MOVES MORE THAN TWO SUCCESSIVE HEXES IN CLEAR SIGHT OF ONE OR MORE ENEMY UNITS. Defensive fire takes place during the attacker's movement. The target must be visible for more than two SUCCESSIVE hexes to allow time for the defensive weapons to be targeted and ranged. The defending weapon can fire at any point during the movement of the target unit, after the target has passed into the third successive hex of movement visible to the weapon.

A target which has been visible to one weapon for three hexes and to another for two or fewer hexes, can only be fired at, in that hex, by the first weapon. If a unit is visible to two or more weapons for the required number of hexes, it can be fired on by all those weapons either concurrently or successively. A unit travelling through successive fields of fire can, therefore, be fired at several times during its movement. (Note: Defensive fire is the only situation in which a unit can be fired at more than once during a single impulse.)

Situation 2 — IF THE MOVING UNIT MOVES ADJACENT TO THE DEFENDER (REGARDLESS OF TERRAIN). Defensive fire can take place during unit movement (category 1), or after it has been completed (Category 2).

Category 1 — If the adjacent hex that the moving unit enters is clear terrain or clear terrain road, then it can be fired on immediately regardless of how many or few clear terrain hexes it has previously crossed; thus a loaded vehicle could be fired on before it could unload its cargo. This is to reflect the fact that defensive weapons would be firing at point blank range against a target in open country.

Category 2 — If the adjacent hex that the moving unit enters is other than clear terrain or clear terrain road, that unit cannot be fired at until attacker movement is complete. Thus a transport can unload and then pass through further adjacent non-clear terrain or non-clear

terrain road hexes without drawing fire during movement. Firing is delayed until movement is complete because it takes time to organize effective fire against a target in limited vision terrain.

Note that the adjacent defending unit can act as a spotter for other direct fire.

Situation 3 — IF THE MOVING UNIT IS EITHER ADJACENT TO A DEFENDING UNIT, OR IN OPEN TERRAIN (WITHIN RANGE AND SPOTTED) AT THE END OF ITS MOVEMENT IMPULSE. Defensive fire takes place after the attacker's movement ceases. This enables defending units to fire upon a unit which has either not moved, or has finished its move within range of, and visible to, these units.

GENERAL

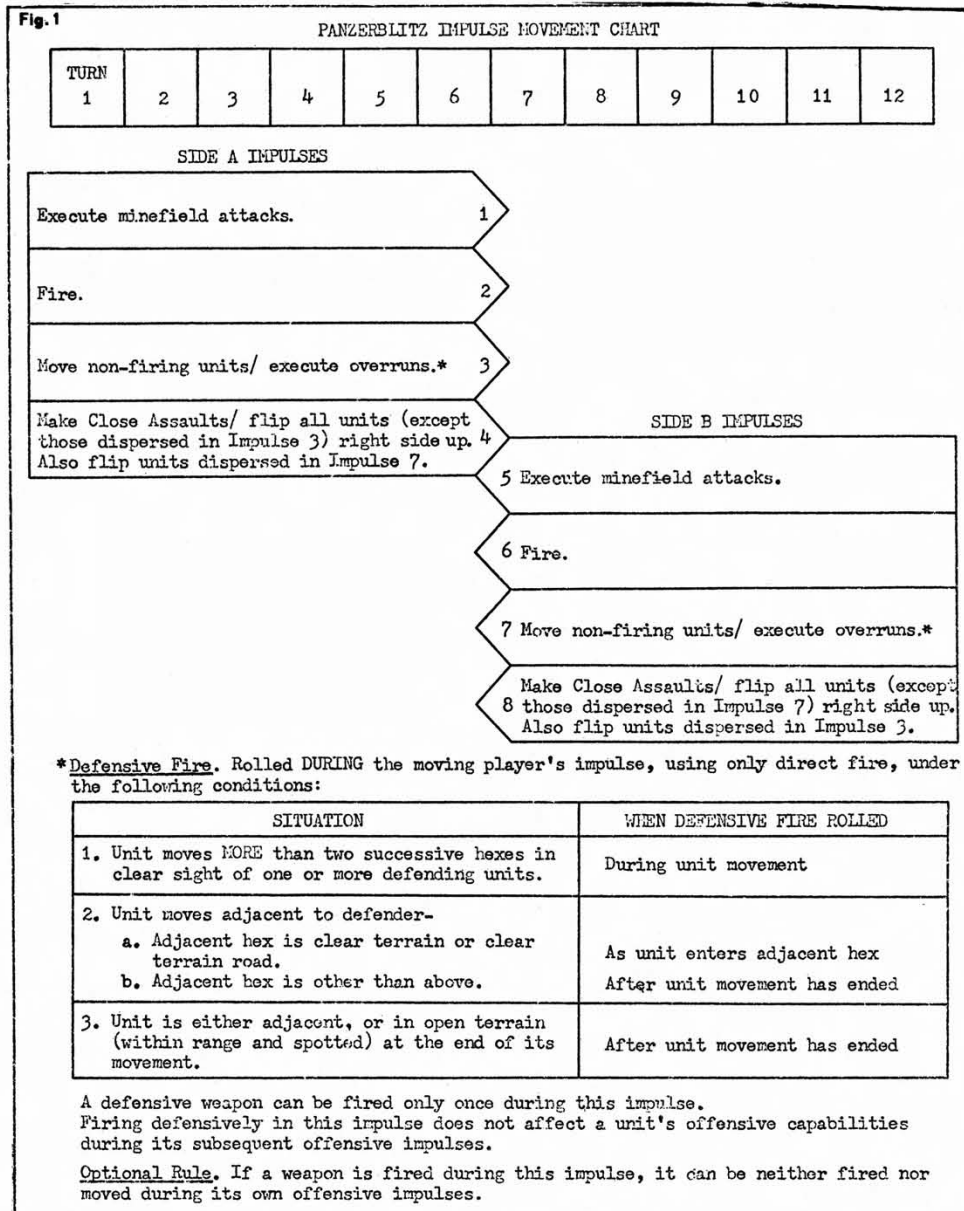
1. A defensive weapon can be fired only once during this impulse, regardless of how many situations it is capable of firing in.

2. For simplicity sake, all LOS determinations are made from the center of the firing hex to the center of the target hex (Real-Space Line of Sight Determination).

3. When a Weapon is fired (whether offensively or defensively), it is left upright (to ensure that it is not mistaken for a dispersed unit), but has a clear Bingo marker placed on it. The marker is removed from ALL weapons fired during the impulses of a given side at the end of that side's Close Assault Impulse; i.e., in side A impulses, markers are removed from guns fired offensively in Impulse 3, at the end of Impulse 4.

4. A unit dispersed during a defensive fire turn is flipped up at the end of the opposing player's offensive turn. This keeps the number of dispersed impulses due to offensive and to defensive fire roughly equal. To differentiate between a unit dispersed by defensive fire from one dispersed by offensive fire, place a Bingo marker on the unit overturned by defensive fire.

5. To keep track of what move a target unit is on when it is fired upon during its movement, place a marker with the move number on it on the target. If the defensive fire is ineffective.



remove the marker and continue moving. If it results in dispersal, flip the target and replace the numbered marker with a Bingo marker.

6. The Impulse Chart (Fig. 1) includes an optional rule which would prevent any unit which fires defensively from carrying out any offensive action. I am personally not in favor of its use as it would further slow the offensive which, in most Panzerblitz situations, already has plenty of problems.

7. As most situations contain a distinct bias towards one side or the other, I would recommend that Panzerblitz battle results be computed after combatants have played both sides of a given situation and their total successes compared.

Time to Invade Holland

by David Kimberly

Out of all the articles dealing with the German options in 1914 since the game's publication, only one has speculated on the advisability of an invasion of Holland. It is now time to consider such a plan, and to do so very seriously.

Now, for all of you German commanders who are painfully groaning, stop and think a minute. On the bad side, you lose 50 points to the enemy for invading Holland. Think again. The Dutch

army is worth 9 points (that is, when it's dead), so make that 41.

But secondly, your primary goal is to obtain a point majority. That wins the game for you. Anything over that is of psychological value only, and may even be detrimental. The only person I've found so far to take the French side is Houdini, and he's dead already so he doesn't have anything to lose.

Thirdly, the Germans can obtain points by any one or combination of three methods: success on the eastern front, elimination of allied units, and capture of point-yielding territory. The most fruitful of these tends to be the capture of point-yielding territory. Elimination of units does not become a significant factor until the armies are worn down to one or two step units, and unless you've studied with Houdini and have pulled off an encompassing flank maneuver, points gained in this manner remain fairly balanced between both sides (although the Germans have the edge). To insure significant success on the eastern front you must abandon hopes of successfully entering Belgium until the eastern units return. In the meantime the French commander gleefully brings down those units placed on the Belgian border so he can munch on you around Metz, awaiting your one-unit-per-turn buildup east of Liege.

To summarize: the best chance for the Germans is to seek the capture of relevant cities and economic areas (while, of course, dealing with the Russians). Since the incredible majority of these points lies in Belgium and northern France, the German commander should try to capture these areas. Normally, the shortest distance between two points (pun intended) is a straight line, and this means through Belgium.

The pertinent question thus becomes one of how best to break through Belgium. Again, it may be worthwhile to note that while invading Belgium and Luxembourg costs you 35 points, eliminating the Belgian army gains 36. Considering that Belgium opens the door to the north coast as well as the Belgian cities, the case for invasion here is fairly solid.

But Holland? That loses 41 points (for those of you who are somewhat sadistic and wish to gain a decisive victory, or 5-1 margin in points, I admit that 205 points is a lot). The next question is, do the advantages of invading Holland warrant the sacrifice of 41 points?

I believe the answer is yes. Against a competent French player, conquest of the whole of Belgium is difficult. The only city to go on the first turn is Liege. Even against a cavalry "blitz," the Belgians are capable of slowing down the Germans without using suicide tactics, thus allowing anywhere from 6 to 10 French corps to soon join the battle. The Belgians pull back and up to Antwerp, the French move in, and there's your war of attrition on the Antwerp-Brussels axis, or thereabouts. From then on, you might as well cook some popcorn and throw the die, because sure as heck you won't be moving for a long long time.

But, throw Holland into the action and you get a little more fireworks. Ten corps (mostly A), four cavalry divisions, and three 210 artillery units on the Dutch border should do it. Add at

Figure 2.

Situation 1: 2 spots 1 in hex A, and can fire starting in hex C. 3 spots 1 in hex B, and can fire starting in hex D.

Situation 2 (Category 1): 2 can fire at 1 when it enters hex D.

Situation 3: If 1 ends its movement in hex E, both 2 & 3 can be fired at it (If they haven't fired previously).

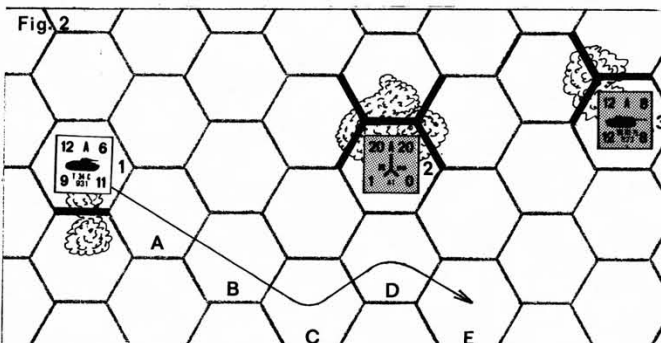
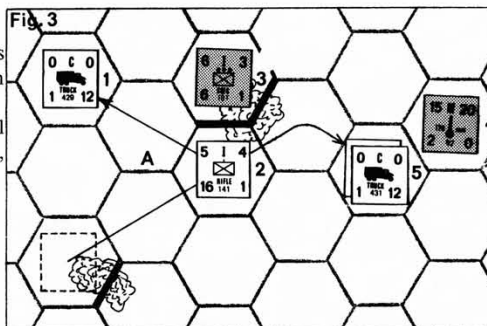


Figure 3.

Situation 1: Nil.

Situation 2 (Category 1): 3 can fire at 1 as it enters hex A. 4 can fire at 5 as it enters the hex it's shown in.

Situation 2 (Category 2): 3 can fire after all movement has been completed. 4 can fire at 2, spotted for by 3, after all movement has ceased.



George G. Hopp
Box 11143, Stn H
Ottawa, Canada
K2H 7T8

GUESS WHO...

By Tom Wham



JUST ATE TWO BAGS OF PRETZELS...
AND THE FIRST SS PANZER DIVISION?

least six more corps, four cavalry divisions, and one each of 420 and 305 artillery between Liege and Luxemburg (MS 6-9), and you've got the makings of a pretty powerful punch. This approximate allotment of units allows for either 45 or 75 points for the eastern front, with the remainder to be placed on the German-French border. You even have enough to do a little kicking around Metz as a defensive move. That's one extremely important thing: losing Metz hurts. It gives him 40 points and takes 20 points away from you. That's a grand total of 60, and that could deflate any German effort to the point of collapse. For that reason, he wants it and will (or should) fight for it. You've got to hit first and keep hitting, unless you are adept at treading in hot water.

But anyway, now that you've got your units on the Belgian and Dutch borders, the question arises as to how best to use them. If you invade both countries simultaneously, you've basically got the same situation as before, except that it's a little more complex and a lot more costly. So that's out. However, consider this: why not just invade Holland, eliminate the Dutch army, bring all you've got north of Antwerp, and hit Antwerp and Liege simultaneously? The French commander can do nothing but sit there and watch you outflank him. At all costs, do not violate Belgian neutrality before you attack Antwerp, because this will allow the Belgian army to move, and that wrecks the whole plan. However, if you conquer Holland first, this will allow you to reduce over half of Antwerp, all of Liege, and the fort between Liege and Namur all in one turn (assuming there is no penalty for moving across rivers in regards to that lone fort SW of Liege). The Belgians have no place to go, except into the dead box. Now, instead of meeting the French on the Antwerp-Brussels axis, you meet them on the French-Belgian border, and instead of having Antwerp to anchor the north flank the French commander has the BEF. Since the BEF only

receives 3 replacement steps during the entire game, it is extremely vulnerable. And instead of using it to relieve the line while reinforcing his other units, the French commander is forced to actually place it on the front. Hit those British units whenever possible. Once done in, that initial contingent alone is worth another 36 points. And once you do start to eliminate units, the allied commander gets hard pressed to fill up the holes. And when that time comes — well, as the old saying goes: "Go west, young man." Not south. West. The points are that-a-way.

By advancing to the French-Belgian border (via Holland), the Germans will be in the high 100's, and the French in the low 100's. The minimum margin so far for me has been about 45 points in my favor, not including any Russian specials or any economic areas. Again, that *does* include Metz. By carrying out the conquest of Holland the Germans are insured all of Belgium and its army to boot, with an excellent crack at northern France and the BEF. Is it worth 41 points? Obviously that's up to each person as he enters each game. All I can say is that I myself think the advantages are worth the price, and so far I've found this approach an extremely difficult one for the French commander to effectively counter. Any comments are most welcome.

David Kimberly
31 Alston Ave.
New Haven, Ct. 06515

Basic attack plan: 1) Invade Holland and do not violate Belgian neutrality. Eliminate Dutch army and assemble forces on the Belgian-Dutch border north of Antwerp. 2) Simultaneously assault Liege and Antwerp. Mop up Belgian army and go as far west as possible before meeting the oncoming French forces. 3) Upon entrance of the BEF, wage a war of attrition on the British forces. Exploit created holes with cavalry, with the northern economic squares and coastal cities being the primary objectives;

Tobruich -

WHERE BEFORE JUNE?

By William B. Searight

The weary British 3rd Armored Brigade Commander raises his field glasses to bring the distant dust cloud into closer view. "Yes", he thought; "here comes the 21st Panzer Div. across the sands again as usual". A radio report from Bengasi states, they are being besieged by one armored and two Ital. inf. div. That's normal too, but wait! What's that coming behind the Panzer Div. It seems to be a German officer herding a bunch of Ital. before him with his swagger stick. One, One, two, three div. Three div.! The British player quickly consults his situation card. Let's see, three Ital. div. at Bengasi and three in the desert with the 21st. Then who is holding down the fort?

Ariete H-3	Rommel	P-13 Bologna	P-13
Trenta J-3	21/5	M-16	
Savona J-3	21/104	J-13	
Brescia P-13	21/3	N-19	
Pavia P-13	No. 1 Supply	W-3	

The supply unit is used for garrison duty since there is no need for an attack during the first turn.

As can be seen, all combat units received Rommel's bonus in movement. Normally one Ital. div. covers Homebase and sits out the war without ever firing a shot. Not so here. You, as the German player, must make the most use out of every unit at the right time. The Recce unit with a foot hold on the escarpments will prevent the British from sending a delaying unit into the Gebel El Achdar area.

British 1st turn.

All 1-1-6's at sea

Armor K-18, 1-1-7 Bengasi, 2-2-6's F-17, H-16, M-20, No. 1 supply Tobruich, No. 2 supply, (new ruling — started at Tobruich), moves towards Homebase.

D.A.K. 2cd. If supplies arrive or not, one or both move to N-16* (Rommel's bonus)

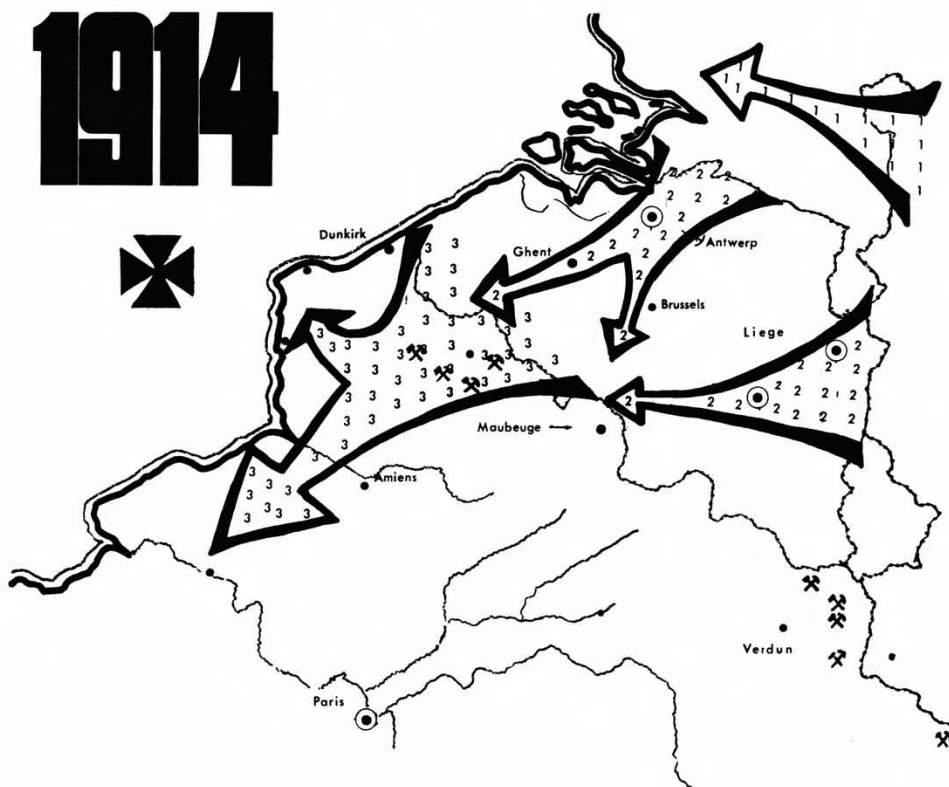
Ariete C-11	Rommel to N-13
Trenta F-3	(with Ital. and supplies)
	then back to H.B.
Savona I-3	21/5 P-22
Brescia J-13*	21/104 N-19
Bologna M-16*	21/3 U-29
Pavia L-15*	

The British in Bengasi cannot attack out (I-3) to escape, for he could be retreated back into the fortress and still be isolated. This is possible because Bengasi is not in Savona's zone of control. Ariete has moved to the end of the escarpments to prevent Br. inf. from blocking the road. The three Ital. div. have leapfrogged into the 21st. Panzers desert positions, which freed it to threaten Tobruich from the escarpments.

British 2nd

Inf. landing at Tobruich, move up to counter the threat by the 21st. N-23(2), O-26(2), P-29, P-32. Remaining brigades stand as before except near Mechili, which pulls back to H-17 forstalling a possible 4-1 surrounded attack. The garrison in Bengasi surrenders. British No. 2 supply now occupies H.B.

1914



D.A.K. 3rd. If new supplies arrive, move it across the desert towards Mechili, No. 2? behind the Ital. div., No. 1 to V-26.

Ariete F-15	Rommel L-14
Trenta C-14	21/5 R-29
Savona C-11	21/104 P-22
Brescia I-16	21/3 Maddalena
Bologna N-19	15/8 L-14*
Pavia K-16	15/115 L-14*
	15/33 W-3

Now you wonder why does the speedy 15/33 sit on H.B. and Rommel leave? Well the reason is that the one getting there with the mostest, the firstest, is the motto. That third Ital. div. is already at the front, while the 15/33 will take two turns. Also Rommel is now needed to speed the Ital. forward during their 4th turn, for the British will be forced to retreat now that they have been out flanked in the desert.

British 3rd turn

Seeing that it is impossible to prevent a German flanking movement, with Halfa Pass and Tobruch in danger, the British must pull back. How would you do it? Send two I-I-6's to Halfa Pass at J-35 and I-33? How about leaving two delaying units at J-18 and F-18, while the remaining units dig in around the Tobruch escarpments?

What did you do? If you, as the British General did not send an inf. unit to sea then you have just lost your H.B., along with the game; for the Recce Battalion during its next two moves, through the desert, will out race the British Inf. on the coastal road to capture your H.B. Recce 4th turn to O-47. 5th turn to J-53; then along the coast road to J-62.

Meanwhile, during the 4th turn, the 21/5 cuts the coast road at I-29 or 30; if not Br. controlled. The 21/104* (Rommels bonus, automatically elim. the two delaying units and form up close to the Tobruch escarpments.

British: Seeing their H.B. is about to be captured, both units at Halfa Pass speed towards H.B., but what to do about Tobruch? With 6 brigades in an enclosing trap, only 3 can occupy Tobruch. Should the other three stand and fight to the last man, or try to escape into the desert? Certain death eventually awaits them at sea for their H.B. will fall on the next turn. Of course, this is speculation for many factors constantly change battle plans. Maybe in the beginning the British garrisoned H.B. with a I-I-6. If he did, the Recce could not have captured the British H.B., but on the other hand they would only have had 5 instead of 6 battalions for their Libyan desert positions, which would not have been satisfactory.

For those players who have seen that the Recce could be isolated after it had captured the British H.B., congratulations, but the German 21/5 and a supply* could still arrive in the nick of time, (like the cavalry), and break the Recce's isolation. If, for some reason, the British had 3 I-I-6's available, then the Recce unit would have to use a different tact. Remember that the British on their 4th turn could see that H.B. would fall. Naturally they would either evacuate the supply into the desert or push the self destruct button. The Recce's next position would be at Fuka. Since the British would not control their H.B. at the beginning of their next turn, no reinforcements could land here, although the 3 brigades on the coast road would try to out flank the

Recce unit. The Recce would then fall back near El Alamein, (ironic twist). The British trying to out flank him would finally force the Recce back to the Br. H.B. and be isolated. If you, as the German, could not relieve the Recce's isolation after all this time ----

To go back further; once Rommel has moved the Ital. close to the Tobruch area, and there is no critical need for him, he could then be returned to Axis H.B. The 15/33 at H.B. could

depart on the same turn when Rommels next move would be within 22 squares, (road and non-road), and make its way to the front.

For those of you who play differently; a few suggestions. Don't bother to garrison Bengasi early in the game. After Tobruch falls, send the garrison from H.B. by sea to Tobruch. H.B. and Bengasi can be re-garrisoned by the 1st Oct. 42 turn by Rommel and Folgore.

Panzerblitz Double Attack

by Ian L. Straus

The tables below are a statistical analysis of pairs of attacks in Panzerblitz. Since the most effective use of your units is use as a combined arms team, you may be interested in the probable results of combined attacks by fire and by

close-assault or overrun. If you Play By Mail in Panzerblitz, then you can't see the results of firing before you make other attacks, and you can certainly use a probabilities table made from the PBM Combat Results Table (which varies as

Firing against targets in the open

FIRE ODDS		CLOSE-ASSAULT OR OVERRUN				ODDS		FTF
		1-4	1-3	1-2	1-1	2-1	3-1	
1-3	DESTROYED	0%	5%	22%	25%	58%	86%	100%
	DISPERSED	30%	52%	50%	61%	41%	13%	0%
	UNHARMED	69%	41%	27%	13%	0%	0%	0%
1-2	DESTROYED	0%	11%	27%	33%	66%	88%	100%
	DISPERSED	44%	55%	50%	55%	33%	11%	0%
	UNHARMED	55%	33%	22%	11%	0%	0%	0%
1-1	DESTROYED	0%	16%	33%	41%	75%	91%	100%
	DISPERSED	58%	58%	50%	50%	25%	8%	0%
	UNHARMED	41%	25%	16%	8%	0%	0%	0%
2-1	DESTROYED	16%	38%	52%	63%	91%	97%	100%
	DISPERSED	69%	52%	41%	33%	8%	2%	0%
	UNHARMED	13%	8%	5%	2%	0%	0%	0%
3-1	DESTROYED	50%	61%	69%	75%	91%	97%	100%
	DISPERSED	36%	30%	25%	22%	8%	2%	0%
	UNHARMED	13%	8%	5%	2%	0%	0%	0%
4-1	DESTROYED	100%	100%	100%	100%	100%	100%	100%
	DISPERSED	0%	0%	0%	0%	0%	0%	0%
	UNHARMED	0%	0%	0%	0%	0%	0%	0%

Firing against targets in forest or town

FIRE ODDS		CLOSE-ASSAULT OR OVERRUN				ODDS		
		1-4	1-3	1-2	1-1	2-1	3-1	
1-3	DESTROYED	0%	0%	0%	0%	33%	66%	100%
	DISPERSED	0%	33%	50%	66%	66%	33%	0%
	UNHARMED	100%	66%	50%	33%	0%	0%	0%
1-2	DESTROYED	0%	2%	5%	8%	41%	72%	100%
	DISPERSED	16%	41%	52%	63%	58%	27%	0%
	UNHARMED	83%	55%	41%	27%	0%	0%	0%
1-1	DESTROYED	0%	5%	11%	16%	50%	77%	100%
	DISPERSED	33%	50%	55%	61%	50%	22%	0%
	UNHARMED	66%	44%	33%	22%	0%	0%	0%
2-1	DESTROYED	0%	11%	22%	33%	66%	88%	100%
	DISPERSED	66%	66%	61%	55%	33%	11%	0%
	UNHARMED	33%	22%	16%	11%	0%	0%	0%
3-1	DESTROYED	33%	38%	44%	50%	72%	88%	100%
	DISPERSED	33%	38%	38%	38%	27%	11%	0%
	UNHARMED	33%	22%	16%	11%	0%	0%	0%
4-1	DESTROYED	83%	83%	83%	83%	88%	94%	100%
	DISPERSED	0%	5%	8%	11%	11%	5%	0%
	UNHARMED	16%	11%	8%	5%	0%	0%	0%

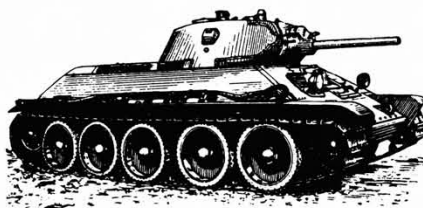
much as 10% from Face-To-Face). You may also want to compute the advantage from subtracting one from die rolls on dispersed targets (a rule which players usually miss in their first readings of the rules). I recommend my tables for those uses.

To use the tables, choose the one matching your CRT (FTF or PBM) and the terrain the target occupies (open, or forest/town). Then cross-index the odds in the attack by fire with the close-assault or overrun odds. For overruns and CAT attacks with engineers, use the next highest odds ratio (that is, convert 1-1 to 2-1) as you would in reading a CRT.

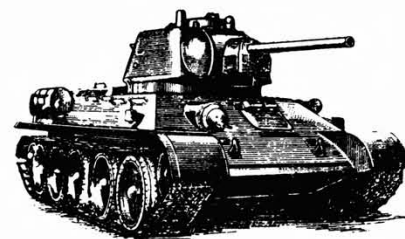
EXAMPLE OF USE:

Suppose you, Russian in a PBM game, have a Guards rifle company adjacent to a German

Panther platoon on open ground; and you have a battery of 76.2mm antitank guns in woods five squares from the Panthers? Should you attack with your infantry?



Medium Tank T-34 1940



Medium Tank T-34 1943-Russian

All addition, division, and repetitious chart-reading which contributed to these tables was

Panzerblitz Double-Attack Statistical Results Table - PBM

Firing against targets in the open

FIRE ODDS	CLOSE-ASSAULT OR OVERRUN ODDS						
	1-4	1-3	1-2	1-1	2-1	3-1	4-1
1-3 DESTROYED	0%	6%	26%	28%	58%	84%	100%
1-3 DISPERSED	28%	54%	50%	64%	42%	16%	0%
1-3 UNHARMED	72%	40%	24%	8%	0%	0%	0%
1-2 DESTROYED	0%	12%	32%	36%	66%	88%	100%
1-2 DISPERSED	46%	58%	50%	58%	34%	12%	0%
1-2 UNHARMED	54%	30%	18%	6%	0%	0%	0%
1-1 DESTROYED	0%	18%	38%	44%	74%	92%	100%
1-1 DISPERSED	64%	62%	50%	52%	26%	8%	0%
1-1 UNHARMED	36%	20%	12%	4%	0%	0%	0%
2-1 DESTROYED	20%	38%	54%	60%	84%	96%	100%
2-1 DISPERSED	62%	52%	40%	38%	16%	4%	0%
2-1 UNHARMED	18%	10%	6%	2%	0%	0%	0%
3-1 DESTROYED	50%	59%	69%	72%	87%	96%	100%
3-1 DISPERSED	32%	31%	25%	26%	13%	4%	0%
3-1 UNHARMED	18%	10%	6%	2%	0%	0%	0%
4-1 DESTROYED	100%	100%	100%	100%	100%	100%	100%
4-1 DISPERSED	0%	0%	0%	0%	0%	0%	0%
4-1 UNHARMED	0%	0%	0%	0%	0%	0%	0%

Firing against targets in forest or town

FIRE ODDS	CLOSE-ASSAULT OR OVERRUN ODDS						
	1-4	1-3	1-2	1-1	2-1	3-1	4-1
1-3 DESTROYED	0%	0%	0%	0%	30%	60%	100%
1-3 DISPERSED	0%	30%	50%	70%	60%	30%	0%
1-3 UNHARMED	100%	70%	50%	30%	10%	10%	0%
1-2 DESTROYED	0%	2%	6%	8%	38%	68%	100%
1-2 DISPERSED	20%	42%	54%	68%	54%	24%	0%
1-2 UNHARMED	80%	56%	40%	24%	8%	8%	0%
1-1 DESTROYED	0%	4%	12%	16%	46%	76%	100%
1-1 DISPERSED	40%	54%	58%	66%	48%	18%	0%
1-1 UNHARMED	60%	42%	30%	18%	6%	6%	0%
2-1 DESTROYED	0%	6%	18%	24%	54%	84%	100%
2-1 DISPERSED	60%	66%	62%	64%	42%	12%	0%
2-1 UNHARMED	40%	28%	20%	12%	4%	4%	0%
3-1 DESTROYED	30%	33%	39%	42%	63%	84%	100%
3-1 DISPERSED	30%	39%	41%	46%	33%	12%	0%
3-1 UNHARMED	40%	28%	20%	12%	4%	4%	0%
4-1 DESTROYED	80%	80%	80%	80%	86%	92%	100%
4-1 DISPERSED	0%	6%	10%	14%	12%	6%	0%
4-1 UNHARMED	20%	14%	10%	6%	2%	2%	0%

done by the Claremont Colleges' PDP-10 time-sharing computer. All planning and programming was done by myself.

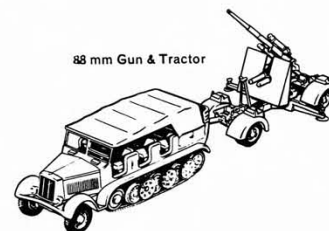
The fire odds (12-12) are 1-1; the CAT odds (6-12), 1-2. The PBM, target-in-the-open statistical chart says: Destroyed, 38%; Dispersed, 50%; Unharmd, 12%. You have a very good (7/8) chance of stopping the Panthers but only one chance in three of destroying them. If you used the antitank guns alone, you would have a 50% chance of stopping the tanks and none of destroying them. The difference is a 38% chance of destroying the target, balanced against whatever risk the infantry runs in being around if the tanks survive.



Medium Tank T-34-85

What if the antitank guns were only two squares from the target? The fire odds would be (24-12) 2-1, and the combined attacks would give: Destroyed, 54% Dispersed, 40%; Untouched, 6%. Fire alone would give a 20% chance of destroying the target and a 60% chance of dispersing it. The difference is 14% new destruction and 20% conversion of dispersal to destruction. This is less difference than with 1-1 fire odds; and you might choose not to commit your infantry, depending on whether you are concentrating on blocking or on destroying your opponent.

The FTF table does not add to 100% because I decided that three-place accuracy is meaningless in this context.



Ian L. Straus
Story House CMC
Claremont, Calif.
91711

Dear Sirs:

Mr. Bernier in "Letters" (July -Aug. 1971) was quite right in pointing out that, in reality, the gunners at Jutland did not roll dice to determine casualties, but rather the fire control director shot elastic bands at a target before radio-ing the results to the enemy fleet.

A naval miniatures wargamer considers all of the following factors when determining the effectiveness of fire: range, speed of target; thickness and positioning of armour; size and caliber of guns; maximum number of rounds capable of being fired by these guns per minute; weight of shells; quality of shells (the British had trouble with this at Jutland); number of hits (something still governed by a great deal of luck, and determined by rolling dice); angle of incidence of shells to target; and weather and light conditions. Most of these factors are accounted for, to a greater or lesser degree, by the number values assigned each ship in the game, Jutland. The miniatures method, mentioned above, is the ALNAVCO system, and fully relevant to First World War situations. Curiously, skill at gunnery seemed little relation to the ability to shoot elastic bands accurately, as noted

by Capt. Ima Phake, R.N., in cooperation with Capt. Graf N. Kruppshun (of S.M.S. Lothringen), in their monumental work, *Famous Naval Disasters of the Great War*, (Apock Riffle Co.1929):

"The admiral had not been seen all day since he had entered the area where the rum and other rations were kept. However, at 1400 hours, he was observed leaving the 'Queen Mary's' stores after his four-hour inspection, whereupon he announced that all hands were to assemble on deck for an elastic shooting match. At that time, early 1916, HMS Queen Mary was reputed to be the best gunnery vessel in the fleet. The admiral insisted, however, that rum rations be served first, at which time a mysterious shortage was noted. The crew, fortified, went into action with great gusto, and the crossfire of elastic was hot and furious. When hit by an elastic, they simply plopped over, and thus scored. Many were having their baptism of fire, for they had never before heard an elastic band fired in anger. The admiral, however, remained composed and was observed throughout the deadly action writing dispatches to Whitehall requesting that the fleet be painted

pink. (Their Lordships were delighted with what they could read of this scheme, and subsequently experimentally painted the Ramilles this color in 1917.)

Despite the Queen Mary's reputation, few casualties were noted among the crew; a deficiency to which the admiral attributed his subsequent surprising demotion to command of a squadron of armoured cruisers, which he was able to bring to the peak of fighting efficiency in ship-to-ship elastic firing by eliminating gunnery practice and increasing the rum allowance."

Everything else having been weighed and included in the combat factors of the ships, including the skills of the gunners actually present, there remains only the caprices of chance to be represented by die rolls. The game player is the supreme admiral; he directs fleet movements, and selects targets, but he does not fire the guns.

However, all of Mr. Bernier's efforts are not in vain; a variation of his design of "elastic firing cannon" has been developed for use by NORAD and NATO; the MIRE, or Multiple Independently-targeted Re-entry Elastics, designed for hurling several elastic bands at various targets with a single "Sproing." As long as the progress by the other side on the F.O.E.S., or Fractional Orbit Elastics System, taken from a variation of Mr. Bernier's cannon stolen from CIA files, is slow, we are stood in good stead.

Unsigned
2548 Chicoutimi Dr. N.W.
Calgary 44, Alberta,
Canada

Gentlemen:

I want to tell you one of my experiences. After using a plan (The Plan of the Month, of course) I was beaten very badly. It appears my opponent also read that plan of the month and made his own Plan of the Month on how to destroy that particular Plan of the Month. Anyway, THE GENERAL is a great magazine.

Robert Kohn
4500 Winona Court
Denver, Co. 80212

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We're experiencing growing pains. More subscribers means more Want Ads. We just don't have the space for every subscriber to wax rhetorical as in the past. To make it easier, and more meaningful for all concerned, we introduce the Mini-ad. All you do is strike out the words provided below that do not apply.

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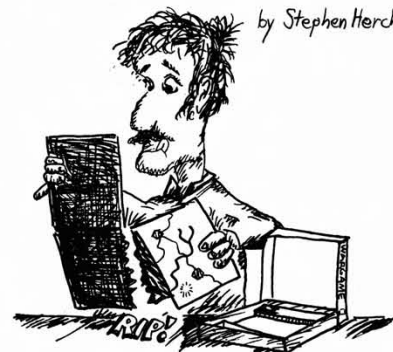
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All Ads must be on a special printed form; those received that are not will not be accepted.

GUESS WHO

by Stephen Herchak



CAN NEVER GET THE BOARD BACK IN THE BOX!

The Question Box

LUFTWAFFE:

Q: Is there any limit to the number of strafing attacks a single fighter unit can make in each quarter?

A: No, a single fighter can make unlimited strafing attacks.

U-BOAT:

Q: Must the U-boat actually fire torpedoes when he announces "torpedoes running"?

A: Yes, he must fire at least one to make the announcement.

Q: Must the U-boat be removed when in the sonar blind zone if there is no depth-charge attack?

A: No, only if the DE announced such an attack in his previous turn.

Q: Must the U-boat start the game submerged?
A: YES!!!

ANZIO:

Q: The rules say that a commando raid can be made up to five hexes from an invasion beach. Does this mean five hexes as the crow flies or counted out following the coastline?

A: The five hex limit is counted out along the coastline. Furthermore, the five hex limit is

counted out from the nearest friendly invading unit and not from the nearest hex of that particular beach.

When submitting questions to us for answers, please note the following:

- 1.) Include a stamped, self-addressed envelope. The letters that include one are answered first. Those that do not are answered last; as a result, these letters get back to you at least a week later.
- 2.) If your question refers to a specific situation, please include a diagram of the situation. It takes a good deal of time to answer the letter otherwise, which will delay your reply.
- 3.) We wish we could answer technical questions and do research for you, but the large amount of mail we receive prohibits this. We will be glad to answer questions on the play of the game, but we cannot, unfortunately, answer those on technical or historical points nor can we research data for those of you designing your own games.
- 4.) Keep orders and other mail separate from questions. Separating the items of your letters into different departments takes time and delays your reply.

CHOO-CHOO: Alister Macintyre, of Operation Contact, is attempting to organize wargamer caravans to travel from convention to convention this summer. The idea involves determining a central location where gamers can meet to travel on interstate transportation at lower-priced group rates (for instance: Allegheny Airlines is offering a 33% discount when ten or more people fly together). This may be especially valuable for people who want to attend the Cincy Con on June 17 & 18 and also the Fall River Con the following weekend. If interested, drop Alister a line at: 2729 Stratford Ave., Cinn., Ohio, 45220.

THE FINAL REVISED CONVENTION schedule, with last minute updates is printed below. For details of specific conventions, contact the sponsoring organizations:

CONVENTION CALENDAR 1972

June 17 & 18	2nd Annual <i>Cincinnati</i> (organized by Jack Hesselbrook)
June 23 & 24 & 25	SICL <i>East Con II</i> , BB Massachusetts, Fall River, Mass.
July 8 & 9	<i>WarCon III</i> , Texas A & M Campus (organized by Michael Childers)
July 8 & 9	SICL <i>South Con II</i> , Birmingham Alabama (Harley Anton)
July 14 & 15	4th Annual <i>Columbus</i> (may be changed to 7 & 8)
July 22 & 23	IFW <i>Chicago</i> Chicago (also <i>DipCon V</i>)
July 28 & 29	IFW <i>Eastern Convention</i> , Winsted, Connecticut
August 5 & 6	SICL <i>CapCon I</i> , Washington DC suburbs
August 12 & 13	SICL <i>L.A. Con V</i> , USC, Los Angeles, California
August 12 & 13	2nd Annual <i>Toledo</i> (date maybe changed, organizer D. Border)
August 19 & 20	IFW <i>GenCon V</i> , Lake Geneva, Wisconsin (may be changed 26 & 27)

Schedule prepared by Alister Wm. Macintyre, 2729 Stratford Ave., Cincinnati, Ohio 45220.

CONVENTION NOTES: Fall River (June 23, 24, 25) will be the first convention ever to run three days (Friday thru Sunday). Many improvements are expected over last year's effort. The air-conditioning system will be working properly in all convention areas! Different parts of the ship will be utilized, and more of the ship's interior should be available for both convention participation and sightseeing.

Chicago I and DiploCon V, under the combined banner of the *International Game Show* is touted as being not only the IFW's biggest effort to date, but also the biggest adult game show ever presented in the United States.

PERSONALITY NOTES: The Avalon Hill International Kriegspiel Society (AHKS) has elected a new president. Omar DeWitt, a long-time leader in the hobby, takes over the top office of the organization he helped found. AHKS is the oldest gaming organization in existence today. If you would like to participate in high-caliber adult

Infiltrators Report

gaming, drop Omar a card at: 78 Wickham Dr., Williamsville, New York, 14221.

Also, we have been reliably informed that Gary Gygax, player designer, and organizer, has "retired" from wargaming. His parting leaves a possible gap in the convention schedule for this summer: GenCon IV, perhaps the most successful of the summer conventions is in jeopardy of not happening unless some club or group of individuals can assist in the planning and/or organization. Volunteers are urged to contact: Len Lakofka 1806 N. Richmond St., Chicago, Ill.

NEW PRODUCTS DEPARTMENT. We have been informed that the first "adult" magazine for the well-equipped wargamer is currently available. Edited and published by Don Juckett and Fonzy Broussard, *Shellshock* includes: "Business Cards for Wargamers," "Wargamer Special: Old Outfit Contacts," "Captain Galaxy vs. Angelo De la Morte vs. The Blobs." Send check for \$4.00 for twelve issues to: Donald Juckett, RD 2, Harpursville, NY 13787. *PEERINALIS* is a journal of Politico-Military Wargames produced by TTT Publications and edited by Larry Peery, 816 24th St., San Diego, CA 92102. Subscription rates are five issues for \$2.00. Games reviewed include: *Doomsday*, *Suez*, *Vietnam*, and *The Cold War Game*. *Wehrmacht* is "a game of battalion level armored warfare diverse enough to recreate any situation in World War II or beyond including tactical nuclear weaponry, four geomorphic mapboards, 326 mounted and cut counters, and comprehensive rule book." All for only \$4.50. Send checks to: Harold Totten, 4318 Johnson Road, Norton, Ohio 44203.

WHAT A WAY TO GO DEPT.: One of the most unusual wargaming scenarios ever to pass over this desk appeared in the December issue of the *International Wargames*. Written by IFW president Len Lakofka, this miniatures scenario opens with a German armored column cresting a hill to unsuspectingly run smack into — GODZILLA! If that wasn't enough, Len has concocted very ingenious rules for this campy combat: Godzilla, weighing in at 10,000 tons, 70' 1" tall, has the ability to breath fire, stomp and/or flail to death the mightiest of German tanks. The only way the Germans can win is to pull the old tricks we've all seen at the horror flicks. It is rumored that Len's next scenario will be entitled *General Montgomery Meets The Munsters In a Sinister Bavarian Castle-Fortress*. Oh gee, can't wait...

IN A RARE DISPLAY of nepotism, *Panzerfaust* magazine subscribers voted Co-editor Chuck Lane as "Wargamer of the Year." Besides co-editing *PZFST*, Chuck produced a popular variant of *Afrika Korps*, aptly entitled *Afrika Korps II*. He joins fellow past "Wargamers of the Year" John Rancourt, Chris Johnson, and Len Kakofka. Chuck narrowly edged out Tony Morale and Al Nofi for top honors. AH's Tom Shaw was tied for fourth place with the distinguished game designer and collector Sid Sackson.

SECRET WEAPONS DEPT: The U.S. Army Combat Development Command's Intelligence Agency is currently using Avalon Hill's *Blitzkrieg* game as one of their instructional aides in their Intelligence Methodology course. A summary of their findings will appear in the USACDC's *Arrowhead* magazine. This further reinforces our opinion that *Blitzkrieg*, besides being a best-seller, has joined the ranks of *Afrika Korps* and *Stalingrad* as a true "classic."

AFTER A LONG ABSENCE we are pleasantly surprised to discover that *D-ELIM* magazine has resumed publishing. Issues No. 11 and No. 12 of this fine amateur magazine are currently available for 50 cents each. Issue No. 11 is entirely devoted to *Panzerblitz*; its history and development are explored in detail. The magazine is available at 32-25 88th St., Jackson Hgts., NY. 11369.

WORDS TO WINCE BY: "Diplomacy is the art of saying 'nice doggie' until you can find a rock." (Thanx, J. Boardman)

SPARTAN INTERNATIONAL, INC. has informed us of the formation of the Spartan International Multi-Player League as a subsidiary of that corporation. The League plans to organize and monitor multi-player PBM games and other games that require a gamesmaster. Professional bonded gamemasters will be available for a fee to the League membership. Membership will be \$4.00/year which will include the League newsletter. Also, SIMPL is sponsoring its first annual tournament of *Origins of WWII*. Deadline for entry is August 12, 1972. Game fee is \$2.00 for members, \$6.00 for non-members. Non-members will receive a free one year membership if fee is paid "within 60 days of tournament commencement." Contact: SIMPL, 5820 John St., Long Beach, Cal., 90805.

LITERARY congratulations go to George Phillies for his "Stalingrad — the Middle Game" — Part I which barely edged out Richard Thurston's "Midway and the British Battle Fleet" for first place in the subscriber's voting on best article of the March issue. Other top vote getters were William B. Searight for "Urals Before 1942"; Mathew S. Buynoski for "Pincers... another Panzerblitz Situation"; and L.L. Baggett's "The Hundred Days."

CONTEST NO. 48 winners had a hard time of it, the answers proved to be rather elusive. Contest No. 48 involved a need for a rather extensive knowledge of our complete game line. Such familiarization proved to be lacking among the majority of the entrants. The correct answers should have found the Russians playing PANZER-BLITZ for No. 1; the Confederates romping in Gettysburg '61 for No. 2; and the rebels in Chancellorsville for No. 3. The correct answer to No. 4 was (d.); a secondary zone of control is a zone of control in both Gettysburg and Chancellorsville. Sea movement was possible in 15 of our titles.

Leading the contest winners were Dr. Paul W. Bushman, Baltimore, Maryland; and Charles Cottle of East Haven, Conn., who had 4 correct answers. Other winners were: Bob Clifton, Valley Stream, New York; Robert Olinski, El Paso, Texas; Joseph Hruby, Pacific Palisades, Calif.; Tom Hurst, Whitewater, Wisc.; Jim Reilly, Anaheim, Calif.; Paul Brent, El Paso, Texas; John Lindros, Wilmington, Del.; and Lowell Jackson, Philadelphia, Pa.

